```
WAL::Component
   # entity
   + operator=()
   + ~Component()
   + clone()
   + onStart()
   + onStop()
   # Component()
   # Component()
BBM::PositionComponent
+ position
+ getX()
+ getY()
+ getZ()
+ clone()
+ PositionComponent()
+ PositionComponent()
+ PositionComponent()
+ PositionComponent()
+ ~PositionComponent()
+ operator=()
```